

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minor who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an ophthalmic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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THE STORY

The future, 200 years from now

A planet called Dan Star, populated by hot-blooded guys.

At the edge of the known universe lies the planet Dan Star, a USH (United Stars of Humanity) colony populated by hot-blooded guys.

Here Riki Makishi, an impetuous teenager, operates as a rookie officer in the People's Police (PP) - Dan Star's civilian peace keeping force run by his father, Ban Makishi. Riki spends all of his spare time working for the PP (much to the detriment of his school grades), vigorously pursuing his dream of becoming the chief of the PP like his father before him. However, Dan Star is a peaceful planet, and because of Riki's low rank he is mostly assigned to trivial civilian emergencies like finding stray pets or sewage inspection. But all that is about to change...

The notorious intergalactic crime syndicate, the SF Kosmo Gang, is moving its operations into USH space. According to USH intelligence reports, the syndicate has already established a commanding presence on several USH stars, and is expanding its criminal empire at an alarming rate. It looks like Dan Star is the next planet to be targeted.

The source of the SF Kosmo Gang's power is their control of the Space Fruit trade. The syndicate has set up a network of well defended space ports on planets across the galaxy, and uses them to secretly smuggle these precious Space Fruits, selling them on the black market at super inflated prices. They then use the profits of space fruit peddling to produce new weapons and equipment with which to enforce their regime of terror. To stop the gang, you must disrupt their control of the Space Fruit trade.

Can Riki, the self proclaimed "Man of all Men", defend Dan Star against the evil SF Kosmo Gang? Can he shut down the gang's Space Fruit trade smuggling operation? Will his school grades ever improve?

Riki Makishi (The Hero)

Impulsive, arrogant, but good natured, Riki is a typical Dan Star teenager. An officer of the People's Police force, Riki pilots the Bangai-O into battle against the SF Kosmo Gang.



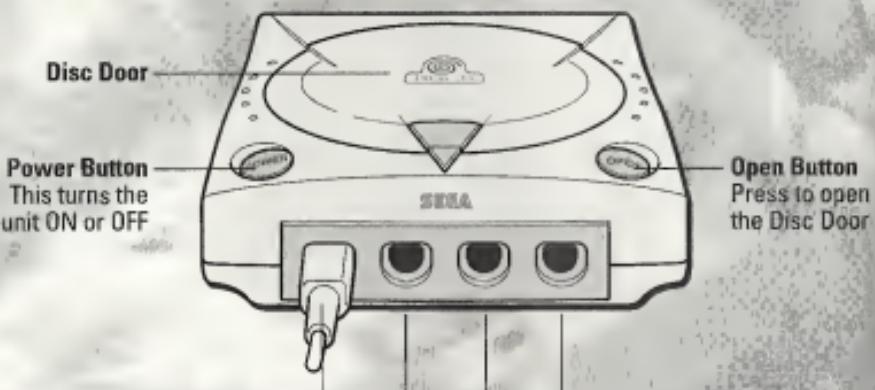
Mami Makishi (Riki's sister)

A quiet, intelligent girl, Mami is always in a good mood. She is loyal to her family and aids them in any way she can.

STARTING THE GAME

1. Place the GD ROM carefully into the Sega Dreamcast GD drive.
2. Turn the power on. The game will automatically load to the Title Screen.
3. If no buttons are pressed, a game demo will be displayed. If you press the Start Button during the game demo, you will be returned to the Title Screen.
4. If you press the Start Button on the Title Screen, the Main Menu will be displayed with the following options: "Start Game" and "Game Options". Select either of these options with the Directional Button.
5. To start a game, select "Start Game" and press the A Button.

SEGA DREAMCAST HARDWARE UNIT



Control Ports

Use these ports to connect the Dreamcast Controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. Use each port to connect controllers for players 1 to 4 respectively.
NOTE: Control Port can also be referred to as Port.

Bangai-O is a 1 player game. Before turning the Sega Dreamcast power ON, connect the Controller or other peripheral equipment into the Control Ports of the Sega Dreamcast.

To return to the title screen at any point during gameplay, simultaneously press and hold the A,B,X,Y and the Start Buttons. This will cause the Sega Dreamcast to soft-reset the software.

Never touch the Analog Thumb Pad or the Trigger L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the Controller initialization procedure and result in malfunction.

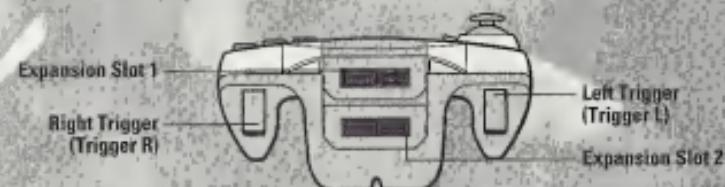
If the Analog Thumb Pad or the Trigger L/R are accidentally moved while turning the Sega Dreamcast ON, immediately turn the power OFF and then ON again making sure not to touch the Controller.

SEGA DREAMCAST CONTROLLER

Overhead View



Forward View



| | |
|--------------------|--|
| Trigger R | Fire scatter bombs, as long as bomb energy is available |
| Trigger R | Select "Riki Mode" or "Mami Mode" |
| Y Button | Boost up |
| X Button/Trigger R | Firing button. Fires in direction you face (Message window skip message) |
| Y Button | Fire scatter bombs as long as bomb energy is available |
| Directional Button | Bangai-O moves in direction of pressed button |
| Analog Thumb Pad | Fire in pressed direction |

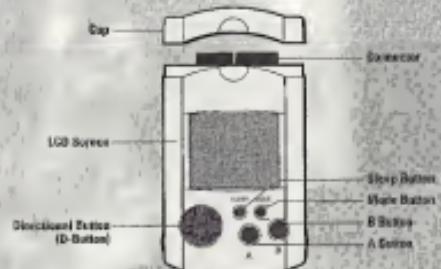
* To return to the title screen at any point during gameplay,
simultaneously press and hold the A, B, X, Y and the Start Buttons.

SAVING DATA

In order to save your game you must insert a VMU with at least five blocks free into the Sega Dreamcast Controller in port A before you power on the system. Your score, configuration data, and other options are automatically saved at the end of each level. To create a Bangai-O save game file, the memory card must have 5 vacant blocks.

While saving a game file,
NEVER TURN OFF the
Sega Dreamcast power,
remove the memory card
or disconnect the
Controller.

SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)



CONTROLLING BANGAI-O!

CONTROL

Bangai-O moves in the direction that the Directional Buttons are pressed (combine for diagonal movement). If you quickly press the respective button twice, Bangai-O will dash.



SCATTER BOMBS

If you have sufficient Scatter Bomb Energy in reserve you can fire a Scatter Bomb by pressing the Trigger R (or Y Button in XA control mode). In Riki Mode the projectiles fired are Homing Missiles, in Mami Mode they are Ricochet Lasers.



- Attack multiple enemies !!!

The art of Counter Striking is the key to harnessing the true offensive capabilities of Bangai-O. The power of Bangai-O's Scatter Bomb Attack is directly proportional to the number and intensity of enemy bullets close to Bangai-O. In other words, the number of shots Bangai-O fires in a Scatter Bomb Attack is determined by how many enemy projectiles are directly adjacent to Bangai-O at the exact moment the Scatter Bomb is released, and how fast they are moving. The greater the number of enemy projectiles, the faster they are moving and the closer they are to Bangai-O, the more powerful your Scatter Bomb will be. For best effects, wait until multiple enemy bullets are just about to hit Bangai-O before launching a Counter Strike. Time it wrong, and the results can be lethal. Of course, if you time it right...



- The projectile spread can defend Bangai-O from attack.

During a Scatter Bomb attack you can neither shoot nor move momentarily, so be careful!

SCATTER BOMB COUNTER STRIKES!

PLAYING THE GAME

Your objective is to locate and destroy the enemy leader who is hidden somewhere on each level. Along the way it will aid you to neutralize enemy robots and turrets, as well as destroy as much SF Kosmo Gang property as possible!

Levels

After registering your name you access the Level Selection screen. If this is your first time, your choice is limited to Level 1. By successfully completing a level you gain access to the next level. Completed levels can be replayed at any time. Try to beat your high score!

Start

Play the level

View Map

View the map layout of a level. Only available once a level has been successfully completed.

Restart

Return to the main menu



ABOUT BANGAI-O

Bangai-O is a super robot controlled by Riki and Mami. Ban (Riki's and Mami's father) hacked into the data of the robot production of the SF Kosmo Gang and built a robot which fights for justice.



FATHER (BAN MAKISHI)

Ban Makishi is the father of Riki and Mami who tends to be rather useless as an inventor. He is supposed to manage the People's Police in order to use his inventions as often as he can. His hobby is hacking.

SCREEN VIEW



Bangai-O.....The robot you control.

Mode Display.....Displays the face of the active pilot. Aren't they cute?

Life Energy Display.....When this runs out, it's all over for Bangai-O. Depleted by enemy projectiles and explosions.

Score.....Displays your current score. If you complete the level with the highest score your name will be registered.

Remaining Time.....Displays the remaining time until the end of the level.

Number of Explosions.....Shows the number of accumulated explosions in real time.

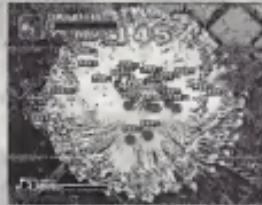
Bombing Energy.....Destroying the enemies recharges energy. If it hits MAX you will gain a further unit of bombing energy. A maximum of 5 bombing energy units can be stored.

Space Fruit.....Pick up Space Fruit to increase your score. Different Space Fruit yield different point counts. Depending on the number of explosions, the types of fruit left change.

Medipack.....Replenishes your Life Energy. Different medipacks refill different amounts of energy.

News Satellite.....Mrs. M (an informer) provides you with information when you touch one of these satellites. Sometimes it's useful, sometimes it's not.

EXPLOSION SYSTEM



The number of explosions refers to the entire number of all current on-screen explosions. This includes not only the explosions of attacking enemies, but also the neutralization of enemy bullets as well as the destruction of stationary items in the environment.

The greater the number of current explosions, the more points and Scatter Bomb Energy you will be awarded.



V SYMBOL

The V Symbol icon provides the player with a temporary laser shield which makes Bangai-O invulnerable to attack for a short duration. In addition the perimeter of the shield acts as a lethal close range weapon. The V Symbol items are very rare, so use them wisely.

TIP:

Certain special enemies can mirror Bangai-O's use of the V Symbol. In such cases you will not be able to attack them until your own V Symbol shield is deactivated.

BUILDING

The individual levels offer not only enemies but also several obstacles and buildings.



Normal Blocks

Destructible blocks. A block turns into a fruit after being destroyed.



Indestructible Blocks

Indestructible blocks. Cannot be destroyed, oddly enough.



Explosive Blocks

Both large and small. Trigger a chain reaction by making one block explode.



Special Walls

There are walls which only certain bullet types can penetrate.



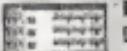
Doors

There are two types of doors: those which close as soon as Bangai-O passes by and those which open when certain enemies are destroyed.



Generator

Generates either enemies or blocks. There are strong and weak generators.



Enemy Structures

Destructible buildings and such. Turns into a fruit after being destroyed.



News Satellite

If Bangai-O touches this satellite the player will receive useful information (and sometimes, not so useful!)

SPACE FRUIT

If you destroy enemies or buildings, different types of Space Fruit appear. The higher your explosion count, the more valuable the fruit. The scoring ranking is: Oranges • Apples • Bananas • Pineapple • Watermelon.



END OF LEVEL

If you defeat the high score of the current level, you will receive different bonus points, depending on your level stats. Your name and your score will also be registered in the score table. Your name is then automatically remembered for future high scores. If you terminate the level without completing it, your name will not be registered.

Requirements for bonus score

Maximum Explosion Bonus

The highest number of accumulated explosions within a level.

Intact bonus

If you reach end of level without being damaged at all.

GAME INTERRUPTION

If you press the Start Button while playing, you pause the game and access the Pause Menu. From here select your desired action with the Directional Button and confirm with the Start Button. The game cannot be paused during dialog scenes.

Resume Play!

Get back into the action right where you left off.

Quit Current Game!

Quits your current game and returns you to the Level Selection screen.
(see page 12)

CHARACTERS



Gai, the Big Boss

The leader of the evil SF Kosmo Gang crime syndicate. He is the heart of their criminal activities. He is a cruel, powerful man who values the loyalty of his subjects. However, he will not tolerate any form of treachery or disobedience. His persistent assaults on Riki and Mami make you wonder if he has an ulterior motive for attacking them...



Sabu, the street urchin

As his reputation suggests, Sabu is one of the lowest ranking members in the SF Kosmo Gang. He appears and disappears constantly. Nobody knows if it is the same person, or if he has a double. He dreams of running his own restaurant in the future, but unfortunately, he is not very talented when it comes to preparing Takoyaki (octopus pellets) and simply cannot resist the waffles of the goldfish game salesman.



Mrs. M, the informant

An attractive woman whom provides Riki and Mami with information via the satellites positioned throughout the levels. The information is sometimes useful, sometimes stupid. She is very greedy and demands unreasonably high information fees. Mrs. M is really a bored housewife residing in Minami Senju, who has been married for 3 years. She keeps her activities as an informer hidden from her husband.



Tasogare Deka, the undercover detective

An experienced official of the Nasugamama Guard who infiltrated the SF Kosmo Gang's undercover to find his lost daughter whom he believes has been abducted by the syndicate. He is very trustworthy, even though his younger colleagues mock his conventional methods of investigation. His diet is limited to Anpan (dough filled with sweet beans) and milk.



Mr. Saraman, the high school teacher

Saraman is a teacher at Riki's and Mami's school. He exclusively teaches health education. He hates violence, but believes there are no excuses for truant pupils whom he tracks down and drags back to school. His desire to catch Riki borders on the unhealthy.



Miss W, the informer's sister

The sister of Mrs. M is a high priestess on Osore-zan (the mountain of fear) where she channels the spirits of dead leaders and lets them communicate with Riki and Mami. Her personality is irritable, yet she changes noticeably as soon as a ghost takes possession of her. As a child, she went missing for more than eight years after disappearing with her sister in the mountains.



Pai Yoshi, the spy

In the name of a rival gang, the Realm of Darkness, Paikichi joined the SF Kosmo Gang to learn about their robot technology. He steals technology when he gets the chance. He is always interested in the personal affairs of others.



Kenji, the lawyer

The lawyer of the SF Kosmo Gang. He charges obscene amounts of money for his services and uses loopholes in the law to legally protect his criminal clients. He spent much of his youth in France and is intimately familiar with criminal law. He likes baking bread and eating snails.



86, the bride of the gangster

She used to be one of the leaders of the New York mob but was dismissed due to re-organization. She joined the SF Kosmo Gang and quickly worked her way up the ladder. Even though she grew up in New York she does not speak any English, and instead chooses to communicate using pictures! She loves Jazz.



Hashioka, master builder

Hashioka owns the construction company which builds all the illegal space stations for the SF Kosmo Gang. He has numerous contracts with the gang, but he still lives in a shed since, so far, not a single station has been completed! He looks like a barbarian, yet when talking about construction, he displays a refined knowledge of modern architecture and machinery. His true hobbies are harp recitals and art collecting.



Nisegai (doppelganger of Gai)

Nisegai is a Gai look alike, which the SF Kosmo gang uses sometimes to pose as Gai during battle. A professional doppelganger must be very committed to his work, since they must give up their lives to become someone else. Nisegai became Gai's doppelganger at the age of 10, and nobody remembers his true identity. His motto is: "You must fool your co-workers before you can fool your enemies."



Black Riki

Black Riki appears to be Riki's double, but in truth he is Riki's younger brother Saburo who wants to take revenge on the Makishi family for abandoning him when he was just a baby. When Black Riki discovers that Riki is the star of a hit videogame (a dream of Black Riki's for years) he snaps and goes looking for Riki.



Stevens, soldier, 16th class

Stevens is a soldier of the 16th battalion, a special military unit dubbed the Yamada killer troop. Well 'troop' would be more accurate, as Stevens is in fact the only soldier in the 16th battalion! He is an expert in all forms of armed and unarmed combat and is equipped with state of the art weaponry. He is completely dedicated to his missions and would rather die than fail. His unit is one of the most feared in the entire galaxy, despite consisting of only a single soldier.



Miss Weather

Miss Weather presents the weather forecast at a local TV station. She is very successful, and is considering starting her own business since she is currently in such great demand! In the past, she had a unique experience when she performed as a singer together with two colleagues from the local TV station. Once she was involved in a scandal surrounding an actor. Today she regrets a little that she picked her career over love.



Bitter student

This guy is an impoverished student. He studies in a rural branch of the school so he can keep a close eye on his many brothers and sisters, whom he looks after. His parents divorced after a big fight and abandoned their children! He is so concerned for their mental welfare that he lies to his brothers and sisters and tells them their parents were eaten by Guwanji! He dreams of becoming a famous scientist and someday traveling into space to conduct his research.



Montgomery

Montgomery is a sheep from Mongolia who speaks like a narrator in a pulp fiction novel. He is mostly harmless, but will ramble all day long if you let him.



Representative of Gimunema

He is a representative of Gimunema. He is completely convinced that Gimunema is the finest food on earth and the solution to the world's food shortage. His strength is his hobby, because he loves to eat Gimunema on rice. His true strength only emerges when he eats Gimunema on rice.



Harumage, boss

Harumage is the secret head of Dan Star's shadow government. He rules cruelly with an iron fist, and is even feared by government officials. He is so powerful he could trigger a war by simply snapping his fingers. He dreams of marrying a geisha called Otomi and loves Cuban cigars.



Yomeiri Maske (masked wedding rescuer)

He is the star of a popular kids TV show about a hero who saves the day by halting secret weddings organized by an evil wedding syndicate! He saves the day by spoiling the celebrations, normally by pretending to be the bride at the altar. Weird!



Sukedachi Zukin (veiled helper)

Zukin is one of the biggest stars of the Eihoh film production company that was huge during the early Showa ages. He has been performing on stage since he was a one year old and has become an excellent actor. At the age of 30 he suffered from a severe illness and his career declined. But a few years later he managed a miraculous comeback. He takes acting very seriously. When asked to participate in a TV advertisement for a popular brand of cup noodles he was so insulted that he stabbed the person responsible to death.



Core Boy (Koa-Zo)

Koa-Zo is a sentient AI being created by a division of the SF Kosmo Gang called Core to manage different parts of the gang's computer infrastructure. Koa-Zo is so advanced he has developed basic human language skills and emotions. Currently, there are around five different characters at Core, all of whom are all completely useless and offer no resistance to Riki and Mami at all.



Core Girl (Koa Mi)

Koa Mi is one of the most useless characters at Core. She loves occultism, and her hobbies include witchcraft and magic. She sees the future and past of everyone she meets, even if she doesn't want to.



Core Fighter (Koa Susumu)

Another useless Core character. At the end of the Edo era, as an incompetent Samurai, he believed in his sword and fought against the new wind of the Meiji era. Unfortunately, he wasn't a particularly good fighter and didn't help much. He does not admit to himself that he is weak, so instead he claims that all his enemies are unusually strong.



Core Cat (Neo Koa)

Another useless character at Core. Someone at Core asked the question: "Can a cat become a guard dog?" So Neo Koa was designed at great length and great expense. But it is, and always will be, a cat, and thus doesn't give a darn about what is going on around it.



Core King

The Core King is one of the most deadly enemies in Bangai-O. Just kidding. Like his Core companions, he too is completely useless. In reality the Core King is the much feared King of Darkness who landed secretly in Sugamo sometime in 1999. He was supposed to land on the Vesuv but missed. He loves joke telephone calls which he feels inspired to make at least once a week.

CREDITS

• General management

Yaiman

• Supervisory support

Garyō

• Figure design

Hisashi

• Mechanics-Design

Naokiman

• Background design

Ōhashi

• Building design

N.

• Ideology Design of
subsidiary figures

Kabu Itchi

• System programming

Yaiman

• Game programming

Yaiman

Garyō
• Figure programming

Yaiman

Garyō
• Grafik

Hisashi

Naokiman

Ōhashi

N.

Kabu Itchi

• Field edit

Yaiman

Hisashi

Ōhashi

N.

Kabu Itchi

Kanagae

Oginon

• Staging graphics

Hisashi

• Mechanics

Naokiman

• Graphics-arrangement

Ōhashi

• Staging designs

Kabu Itchi

• Music

NON

Aki

Tosha

Mr. Namiki

• Sound effects

Murata

• Special thanks

Hosaka

Hisashi 2000-1

ESUTO R

• Title-Logo

Media Desk N

• Production collaboration

ESP-employees

• Leading producer

Miyaji

• Coordinator

Numata

• Promotion of production

Yagawa

Takezawa

• Sales

Tsukagoshi

Yamasaki

Ogawa

Ōnishi

• Advertising

Iizuka

Ogasawara

• Accountancy

Sugano

Kamada

• Assistant

Kawai

• Game test

Yamada

• Planning office for
television publication

Obuchi

Treasure Inc.

• Responsible producer

Maegawa

• Conspiracy Management

Sirus Ahmadi-CEO

Peter Bergstrom-VP

Dan Jevons-Exec. Producer

Richard Germinaro-

Director/Creative Services

NOTES

NOTES

Warranty and Service Information

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When returning the program for warranty replacement please send the original product disc(s) only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect; the problem(s) you are encountering and the system on which you are running the program; (4) if you are returning the program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per disc replacement. Note: Certified mail recommended.

In the U.S. send to:

Warranty Replacements
CONSPIRACY ENTERTAINMENT CORP.
604 Santa Monica Blvd.
Santa Monica, CA 90401

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Customer Support

You may need only simple instructions to correct a problem with your product. Call the Customer Service Line at 970-392-7022, 24 hours a day, 7 days a week.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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